

Apple IIe/c/GS with  
128K & Color Monitor  
(5.25" diskette)

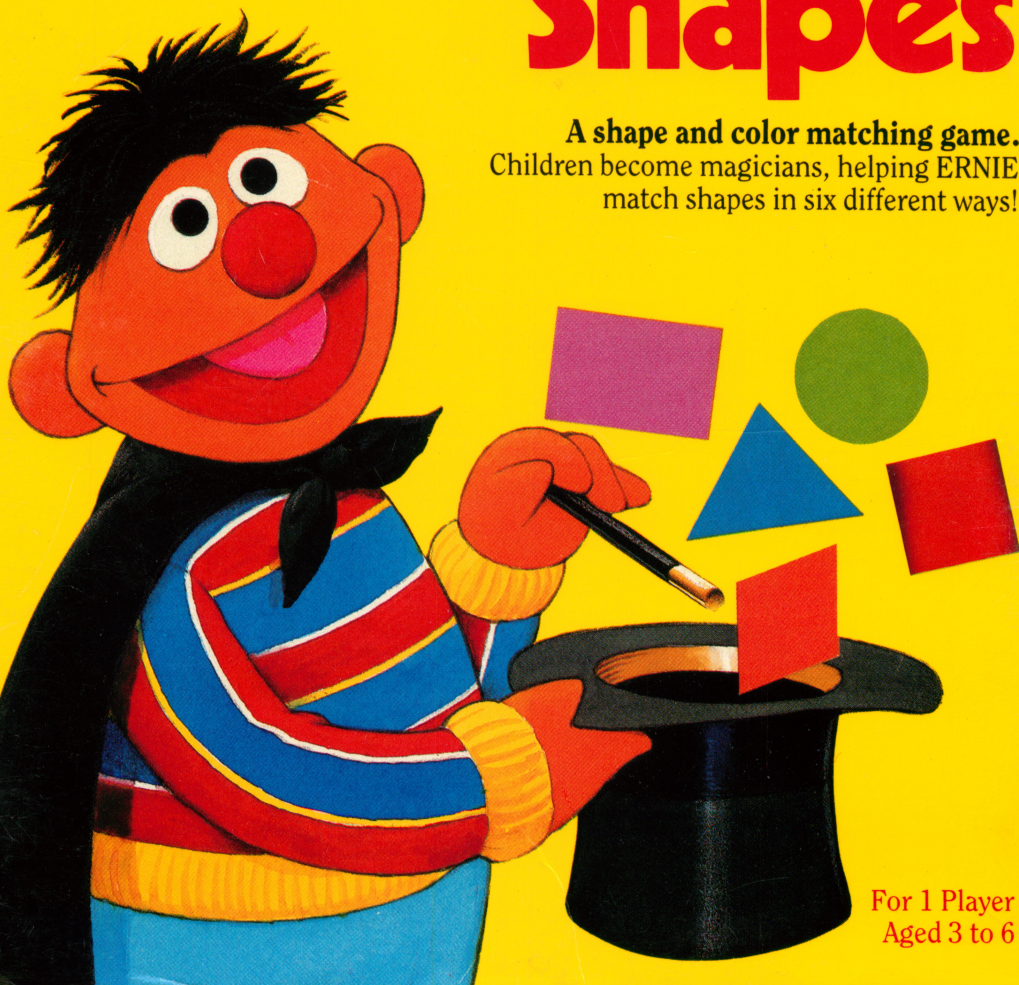
CTW

SESAME STREET®

Computer Software Learning Activity

# Ernie's Magic Shapes™

A shape and color matching game.  
Children become magicians, helping ERNIE  
match shapes in six different ways!



For 1 Player  
Aged 3 to 6

# How To Play Ernie's Magic Shapes



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## Object of the Activity

Match the colored shapes that appear above Ernie's head with the shapes that appear on the table.

- If you make a correct match and complete the figure, Ernie's bunny will hop and dance. Then a new shape or figure will appear above his head.
- If you make an incorrect match, Ernie will nod his head "no". Think about the shape and try again.

## IBM, Tandy and Compatibles

1. Insert a DOS disk (2.0 or higher) into disk drive A and close the drive door.
2. Turn on your computer and monitor.
3. When the A> appears, remove the DOS disk, insert the program disk, and close the door.
4. Type: CTW and press **[RETURN]**. The title screen will appear. Loading takes several minutes.

## Commodore 64/128

1. Turn on your disk drive, wait for the red light to go out, insert the program into the disk drive and close the drive door.
2. Turn on your monitor or TV and adjust the volume.
3. NOW TURN ON YOUR COMPUTER.
4. Type: LOAD "CTW",8,1 and press **[RETURN]**. The title screen will appear. Loading takes several minutes.

## Apple IIe/c/+

1. Insert the program into the disk drive and close the drive door.
2. Turn on your monitor.
3. NOW TURN ON YOUR COMPUTER. The program will self-boot and the title screen will appear.

## Atari 400/800/800XL/1200XL/130XE











1. Insert the program into the disk drive and close the drive door.
2. Turn on your monitor and disk drive.
3. Hold down the **[OPTION]** key (except on the 400 and 800 models) while turning on your computer and continue to hold down the **[OPTION]** key until the screen turns blue. The program will self-boot and the title screen will appear.

# To Start Your Game











Press **[1]** to see on-screen instructions. Press **[2]** through **[7]** to select the game you want to play. Then press **[RETURN]**.

## Playing Keys

### IBM C64/128

- |       |   |   |  |
|-------|---|---|--|
| Press |  |  | if the shapes do not match.  |
| Press |  |  | if the shape matches, but the color does not match.                                    |
| Press |  |  | if the shape and color match.  |
| Press |  |  | to make the shape disappear. Ernie will make a new shape appear and you can try again. |
| Press |  |  | to end your game and return to the Game Menu.  |

### APPLE ATARI

- |       |   |   |  |
|-------|---|---|--|
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**Note to Apple Users:** If your keyboard does NOT have up and down arrow keys, use **[A]** for the up arrow key and **[Z]** for the down arrow key.

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A SESAME STREET  
preschool skills activity.

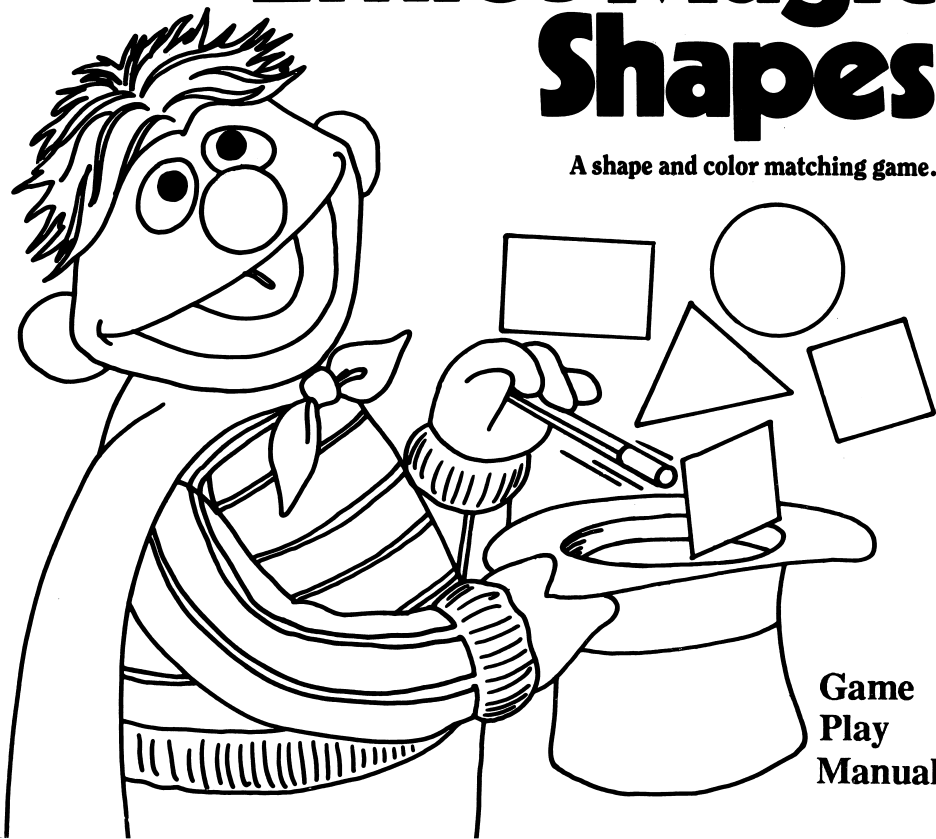
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Characters from SESAME STREET.™

CTW

SESAME STREET®

# Ernie's Magic Shapes

A shape and color matching game.



Game  
Play  
Manual

# Ernie's™ Magic Shapes



You're going to like playing  
**ERNIE'S MAGIC SHAPES.**  
It's a game made just for kids like you.

At Children's Television Workshop, we think kids are special. That's why we thought about what kids like best and what makes games fun when we created this game.

So, if you're ready for fun, let's get started!

## Get Ready

The How To Play Card included with **ERNIE'S MAGIC SHAPES** contains all the information needed to set up your computer. It also helps you get started enjoying all the fun of this game right now! So look at the How To Play Card first and come back to this manual for the rest of the details!



**Parents:**

We have tried to describe each activity as clearly as possible in the hope that you will read this booklet with your child.

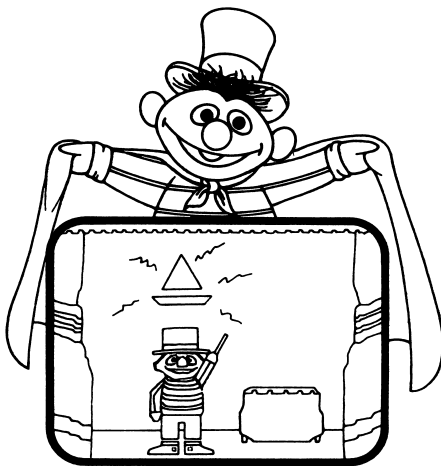
Whenever you see a paragraph with this symbol, you will find additional notes to help you guide your child through the game.

# Right Before Your Eyes

Before you can play ERNIE'S MAGIC SHAPES, you have to decide how hard you want your game to be. Choose your level and you'll be on your way!

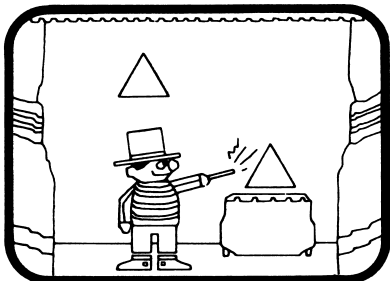


The game menu will give you a choice of 6 levels plus an instruction mode. Each level is designed to be more difficult than the last. Encourage your child to begin with the easiest level and to practice skills that will help with the next level.



## It's Magic!

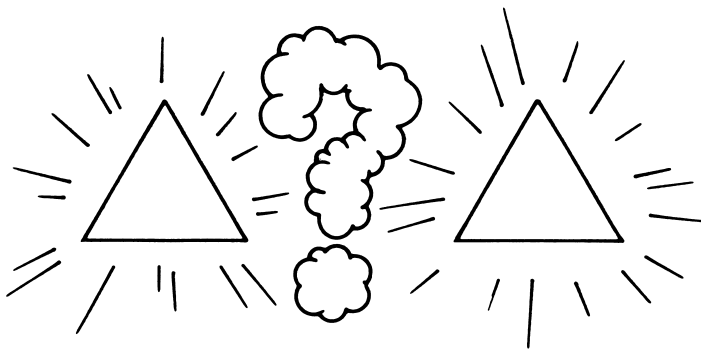
Who is that on the screen? It's your old buddy Ernie--he's turned into a magician! When Ernie raises his arm...POOF! A shape picture appears above his head.



What next? When Ernie turns and waves his magic wand...


**ZAP!**  
A shape appears on the table beside him.

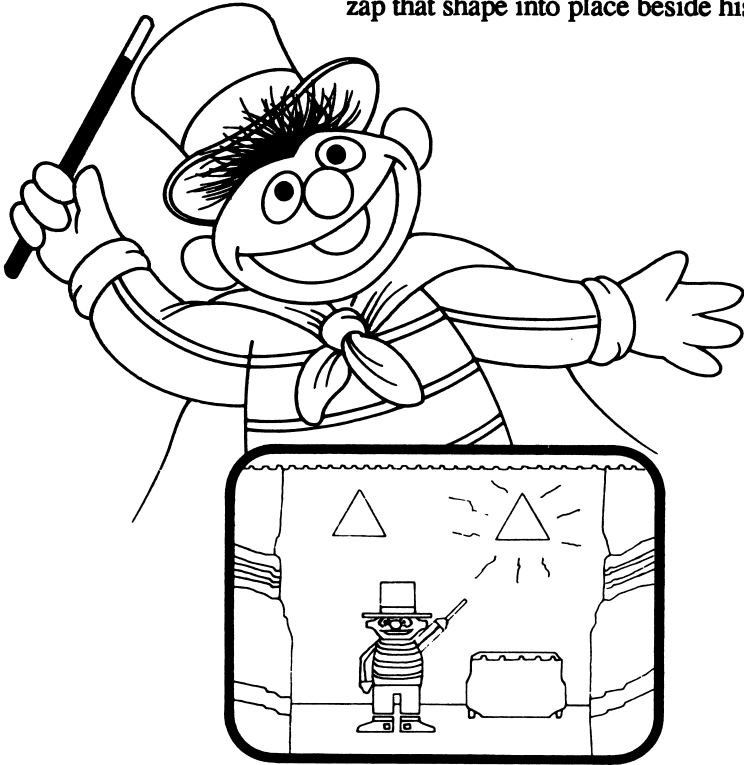
Now comes your job. Take a look at the shape on the table. Is it the same shape and color as one of the shapes in Ernie's picture? Or, if Ernie's picture has only one shape, does it match the shape on the table?



Remind your child to look at both color *and* shape. You may want to point to the shape on the table and then to Ernie's picture and ask your child, "Are these shapes just the same?"

# Catch That Match!

If you think that the shape on the table matches or is a part of Ernie's picture, press   . If you are right, Ernie will nod his head and zap that shape into place beside his picture.





Ask your child, "What happened to the shape on the table?" If he or she is not sure, point to the shape that is now above the table.

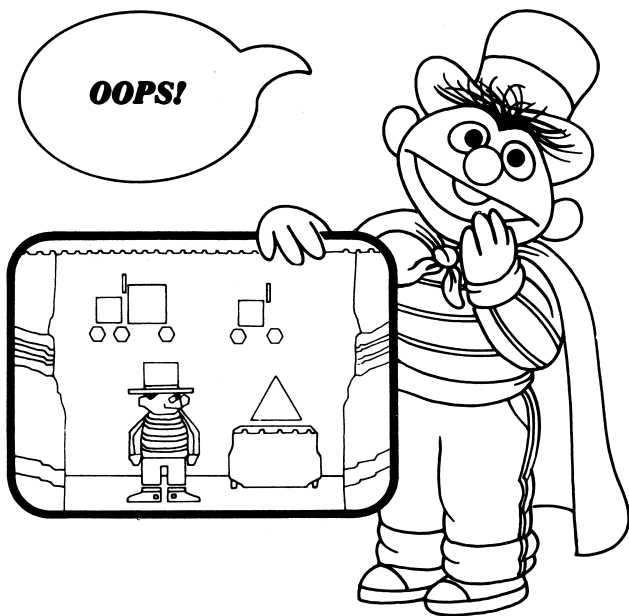




# Ernie's™ Magic Shapes

## Oops!

(continued)

Oops! You pressed  but the shape on the table is *not* in Ernie's picture. Your buddy Ernie will shake his head "no" to tell you that you made a wrong guess. Then he will wait for you to press \*. When you do...POOF! He'll send the shape away and magically make a new shape appear.

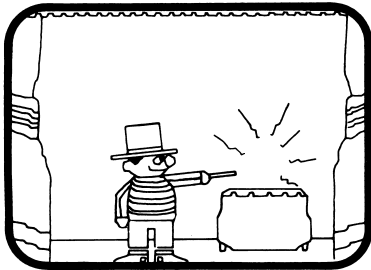


At first you might need to remind your child to press \* after Ernie shakes his head "no". Say something like "That shape is not in Ernie's picture. Press \* to send that shape away."

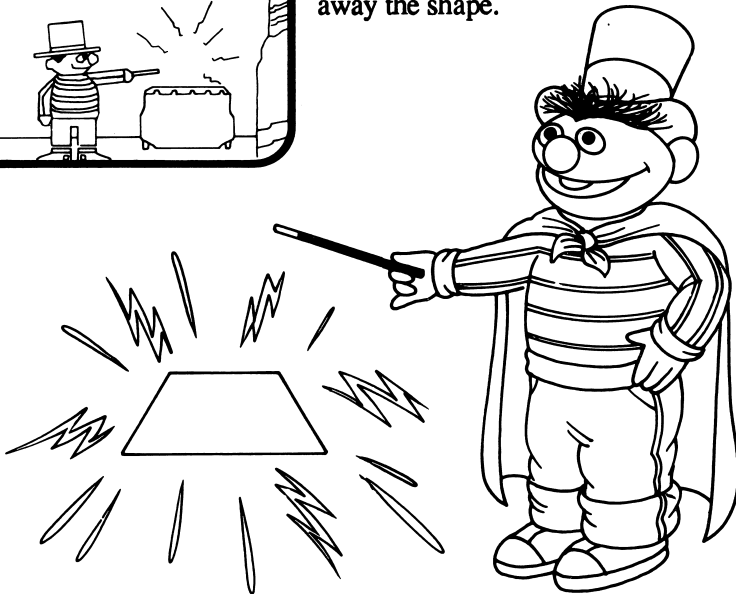
\*Commodore Users: Be sure to check your How To Play Card for the proper key to use.

# Shapes Away!

If you decided that a shape on the table is *not* a part of Ernie's picture, press  ↓  .



In a flash, Ernie will wave his magic wand and zap away the shape.

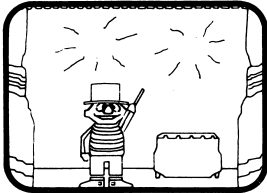


Yikes! You goofed and pressed  ↓  when a shape *was* in the picture. Don't worry--Ernie will bring back that shape later and you can choose it then.

# Get The Picture?

Not every shape Ernie zaps on the table will be part of his picture. So watch those shapes carefully!

When you have matched all of the shapes in the picture, Ernie's magic rabbit will pop onto the screen and hop around.



Then Ernie will wave his magic wand and both shape pictures will disappear. Presto! You will be ready for a new shape picture.

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Featuring the JIM HENSON MUPPET™  
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# Ernie's Magic Shapes™

With a wave of ERNIE's magic wand, any child can make magic! ERNIE invites children to join him on stage to practice matching shapes and colors, recognizing embedded figures and structuring parts into a meaningful whole.

Each time ERNIE magically creates a picture above his head, the child must consider its shape, size, and color. Each picture is composed of colored shapes in patterns that become more challenging through six levels of play. Shape by shape, children help ERNIE select the right one and make the incorrect one disappear! When the picture is complete, ERNIE's magic bunny jumps out to dance.

**ERNIE'S MAGIC SHAPES** provides a playful setting in which children practice visual discrimination — an important preschool skill. ERNIE gently points out mistakes, while his infinite patience and the delightful antics of his magic bunny provide reinforcement and encouragement. The accompanying manual illustrates the ease of play in a tone and vocabulary that is right for preschoolers. Featuring lively, colorful graphics, this unique computer activity emphasizes computer interaction as it entertains and helps children understand important concepts.



**This product was developed by Children's Television Workshop**, producers of Sesame Street, The Electric Company, 3-2-1 Contact and Square One TV. CTW software is designed to attract and hold children's interest, providing an environment in which they can grow and learn.

## Limited 90-day warranty

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